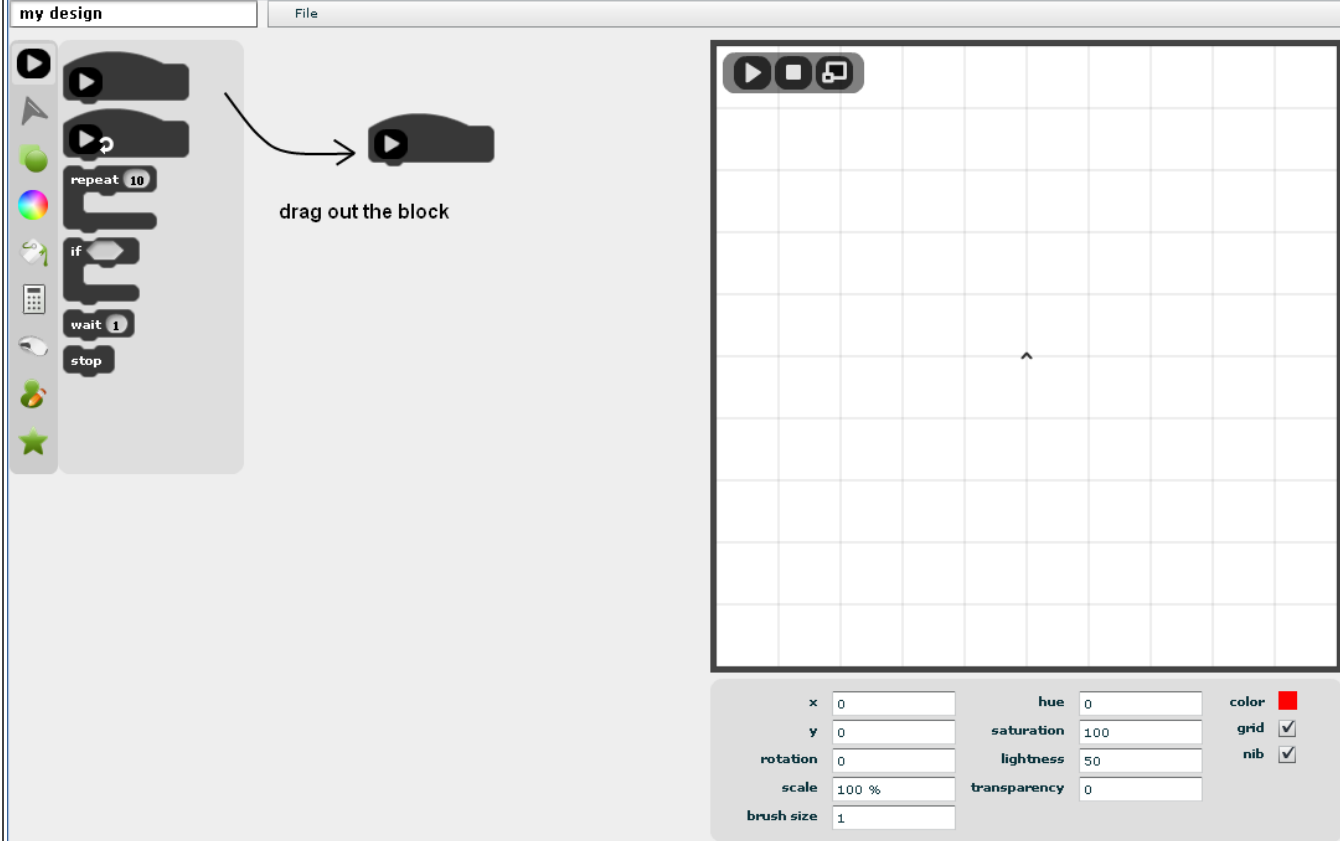


Getting Started

To get started, click on the **create**  button at the bottom of the screen.

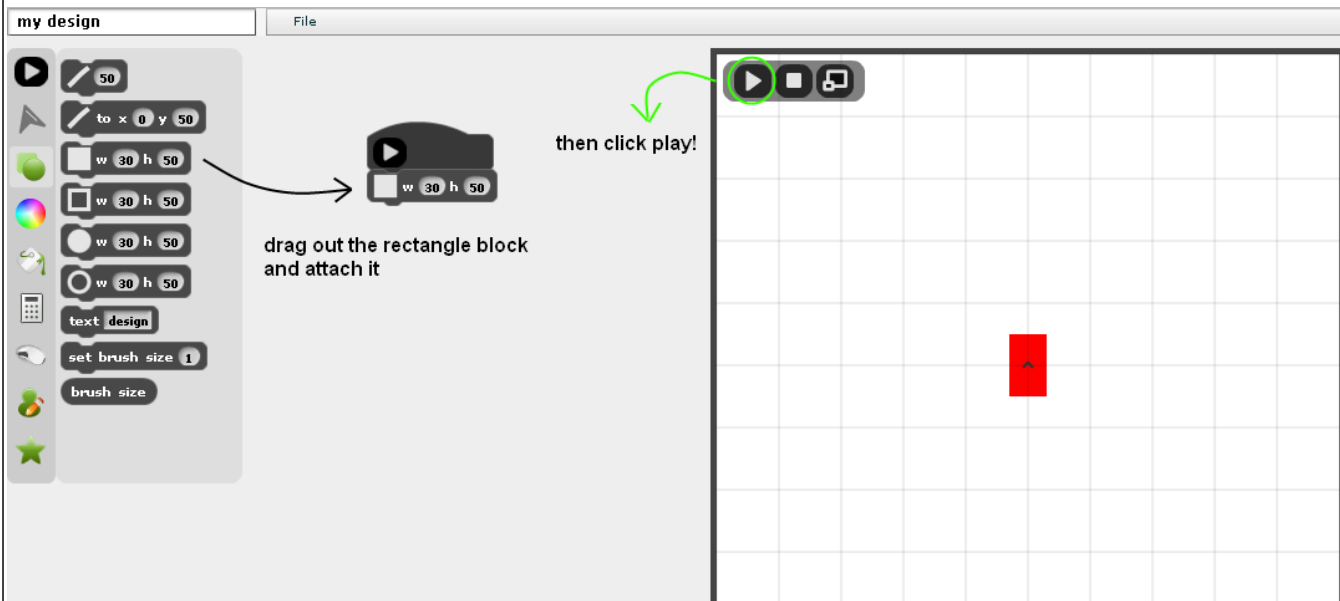
create

Run your first program



The interface shows a workspace titled "my design" with a "File" menu. On the left is a palette of blocks: a play button, a dark shape, a repeat block (set to 10), an if block, a wait block (set to 1), and a stop block. An arrow points from the dark shape block in the palette to a dark shape block on the canvas. The text "drag out the block" is written below the arrow. The canvas is a grid with a play button, a square, and a copy icon in the top-left corner. Below the canvas is a properties panel with the following controls:

x	<input type="text" value="0"/>	hue	<input type="text" value="0"/>	color	<input type="checkbox"/>
y	<input type="text" value="0"/>	saturation	<input type="text" value="100"/>	grid	<input checked="" type="checkbox"/>
rotation	<input type="text" value="0"/>	lightness	<input type="text" value="50"/>	nib	<input checked="" type="checkbox"/>
scale	<input type="text" value="100 %"/>	transparency	<input type="text" value="0"/>		
brush size	<input type="text" value="1"/>				



The interface shows the same workspace. The palette now includes a play button, a brush size of 50, a "to x 0 y 50" block, a rectangle block (w 30 h 50), a square block (w 30 h 50), a circle block (w 30 h 50), a text block (design), a set brush size block (1), and a brush size block. An arrow points from the rectangle block in the palette to a rectangle block on the canvas. The text "drag out the rectangle block and attach it" is written below the arrow. A green arrow points from the text "then click play!" to the play button in the top-left corner of the canvas. The canvas now has a red rectangle in the center. The properties panel is the same as in the previous screenshot.

x	<input type="text" value="0"/>	hue	<input type="text" value="0"/>	color	<input type="checkbox"/>
y	<input type="text" value="0"/>	saturation	<input type="text" value="100"/>	grid	<input checked="" type="checkbox"/>
rotation	<input type="text" value="0"/>	lightness	<input type="text" value="50"/>	nib	<input checked="" type="checkbox"/>
scale	<input type="text" value="100 %"/>	transparency	<input type="text" value="0"/>		
brush size	<input type="text" value="1"/>				

Run a looping program

my design
File

repeat 10

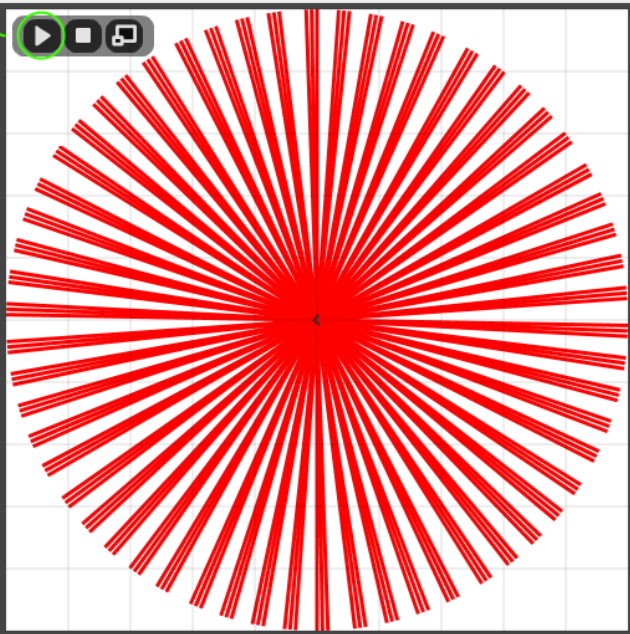
if

wait 1

stop

to have something loop forever,
take out the loop forever block instead

then click play!



x	<input type="text" value="0"/>	hue	<input type="text" value="0"/>	color	<input type="checkbox"/>
y	<input type="text" value="0"/>	saturation	<input type="text" value="100"/>	grid	<input checked="" type="checkbox"/>
rotation	<input type="text" value="177"/>	lightness	<input type="text" value="50"/>	nib	<input checked="" type="checkbox"/>
scale	<input type="text" value="100 %"/>	transparency	<input type="text" value="0"/>		
brush size	<input type="text" value="1"/>				

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GET STARTED

